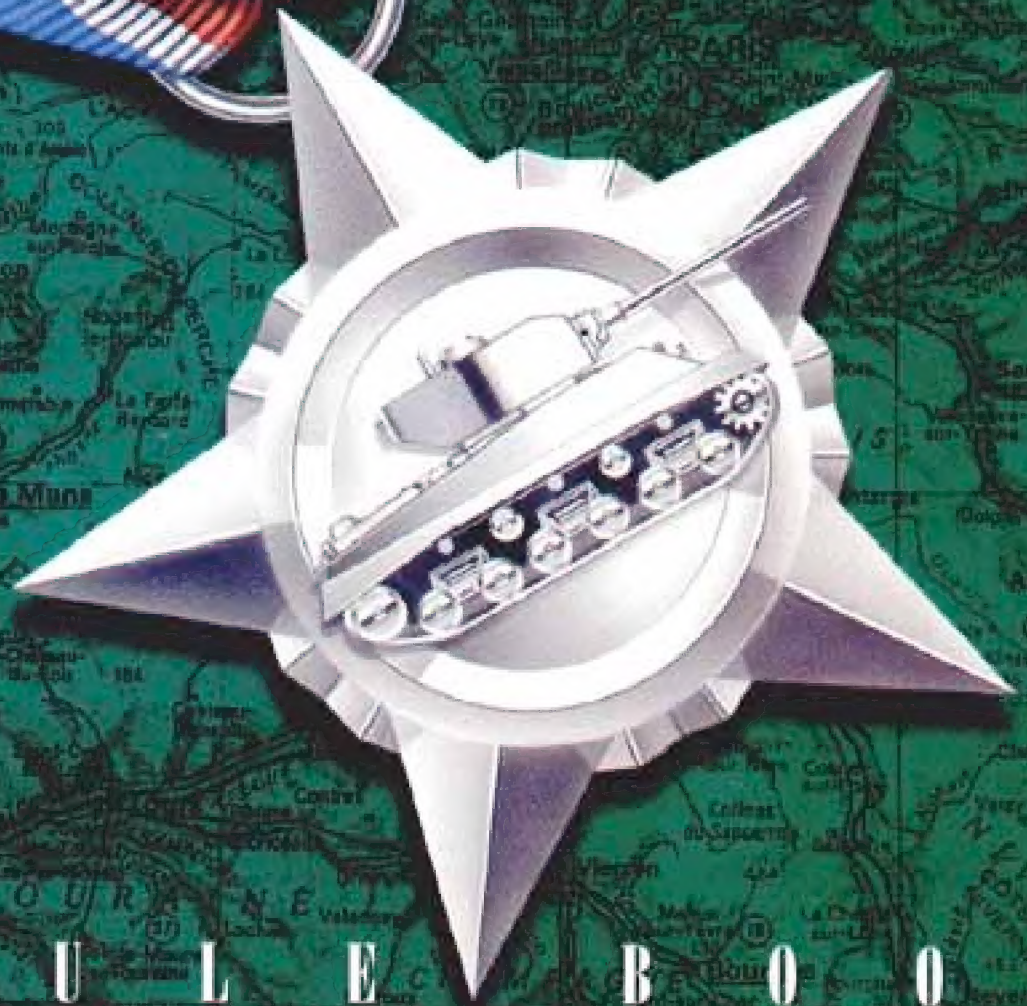
ALLIED GENERAL



RULE BOOK

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INTRODUCTION

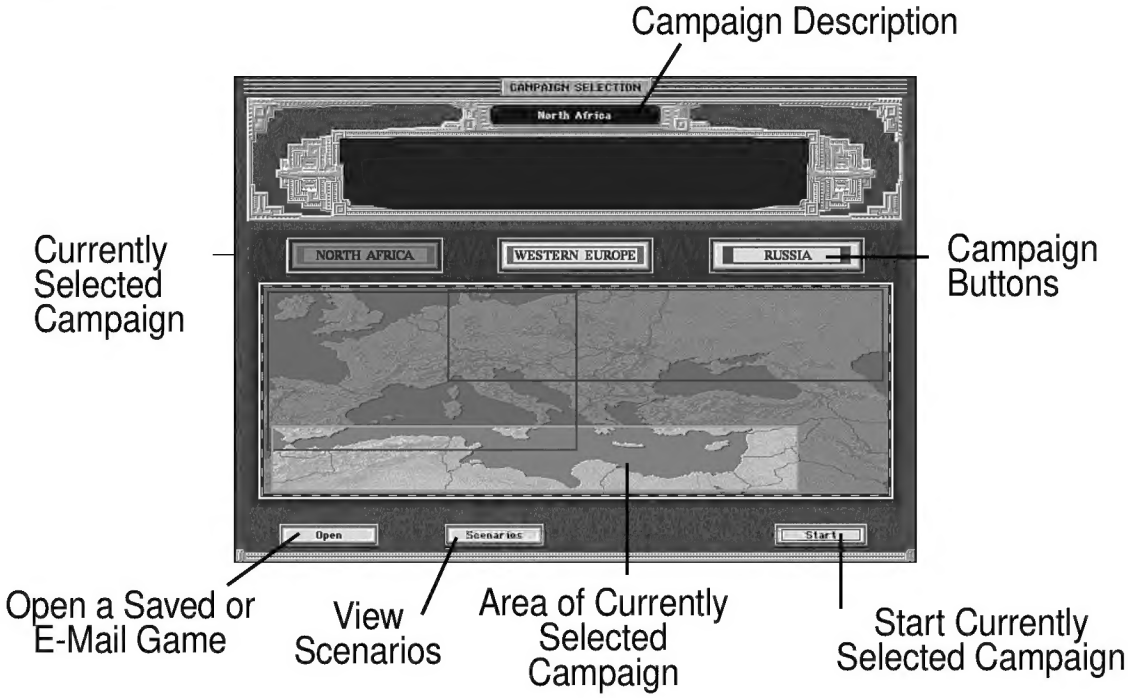
Imagine that you are an Allied General.

You are the commander of the Allied troops in Europe during World War II, and are the best hope of defeating the Axis forces which have captured Europe and North Africa. Use your strategic knowledge in performing daring invasions, paradrops, naval engagements, and fierce aerial combat for control of the skies. Can you lead and command your units through North Africa, Western Europe, Russia, and ultimately to victory? Glory awaits!

THE BASIC MENUS, WINDOWS, AND BUTTONS

This section provides step-by-step suggestions to familiarise you quickly and easily with the basic menus, windows, and buttons in ALLIED GENERAL.

The Campaign Selection Window



There are three campaigns in ALLIED GENERAL: North Africa, Western Europe, and Russia. Each campaign is made up of several scenarios based on historic battles from World War II.

When the Campaign Selection window appears, the North Africa campaign is already selected. To play the North Africa campaign, click on the **Start** button in the lower right-hand corner of the screen. When you are more familiar with the game, use the **Open** button to load saved games, and the **Scenario** button to play individual battle scenarios.

Player Control

Click on the following icons to select the Allied player and the Axis Player.

- Human
- E-Mail Opponent
- Easy Computer Opponent (Green)
- Hard Computer Opponent (Red)

For one-player games (like campaign games), click on the Green Computer (CPU) button under the Axis column to set the AI (Artificial Intelligence) to easy mode. When you feel that you can challenge the computer, choose the Red Computer button for a higher level of difficulty. For e-mail games, select yourself as the Human player, and the envelope icon for your e-mail opponent — after choosing e-mail play these settings cannot be changed.

Supply

Toggles the automatic supply rules on and off. See the "Automatic Resupply" section on page 30 for more information.

Show Unit Strength

Hides or shows the strength plaque of each unit.

Weather

Toggles effects of realistic weather conditions during the game. Beginning players may want to leave this option off while they are learning the game.

Show Hidden Units

Changes the view on the map in the Main Game window to show or hide all of the opponent's units. Computer attacks are always shown.

Once you've set the Preferences to your taste, click on the OK button.

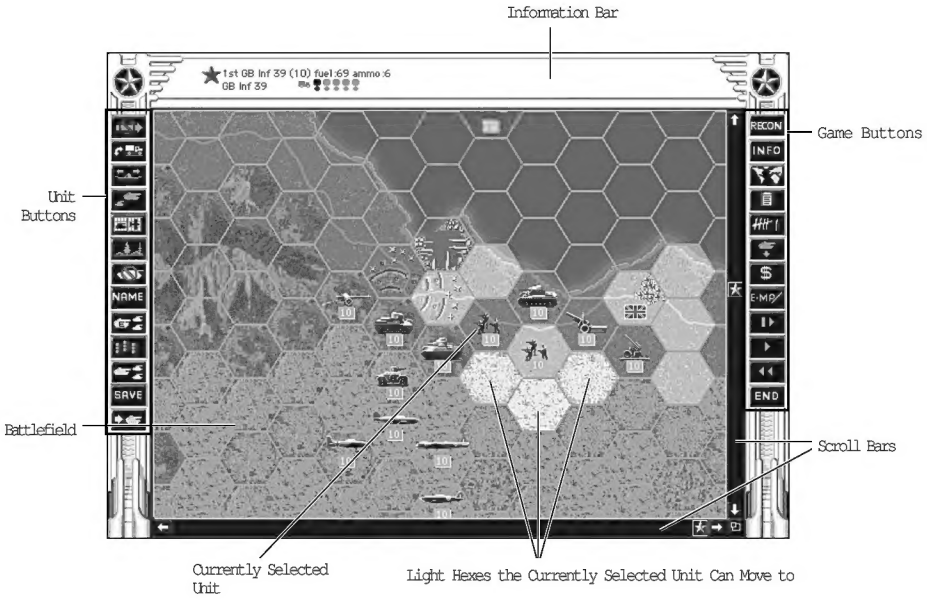
Note: The Preferences can be changed at any time during the game, except for e-mail games, which have the Preferences locked once the game has started. The Preferences can still be viewed during an e-mail game, but not changed.

Before the Game Begins

You may dismiss any of the opening screens by clicking on them.

- The Movie window displays background information on the conflict in North Africa.
- The Narrator window displays information about the task that lies ahead of you.
- A geographic map indicates the location of the scenario and the nations involved.
- A painting bearing the title of the scenario appears.
- The Weather Painting displays the turn number, the number of turns remaining, the date, the current weather, and the condition of the ground.
- Click on the Weather Painting to start the Sidi Barrani scenario. The Main Game window, containing the Battlefield, appears.

The Main Game Window



The Main Game window is where the action of ALLIED GENERAL takes place. There are four main parts to this screen: the Information Bar at the top of the screen, the Battlefield in the centre, the Game Buttons on the right side, and the Unit Buttons on the left side. In addition, there is a Macintosh or Windows Menu Bar at the top of the screen which provides easy access to game menus and windows.

The Information Bar

At the top of the Main Game window the Information Bar displays the current weather, unit information, and hex descriptions. Notice that when your mouse pointer is over a button on the sides of Main Game window, that button's function is displayed. Consult these definitions until you are familiar with all of the buttons.

The Battlefield

The Battlefield displays the area where all movement and combat take place. In two-player games, one player controls all of the Axis forces, and the other controls all of the Allied forces. The campaign games are for a single player who controls the Allied forces.

The map scale varies from region to region, as does the size of the units represented. There can be only one unit per hex, except that an air unit can occupy the same hex as a ground or naval unit.

The following features appear on the map:

- 12 different types of terrain.
- Nationality flags indicating city, port, and airfield ownership.
- Victory Objective hexes denoted by a nationality flag with a gold border.
- Mud and snow conditions, represented by a change in the colour of map hexes.
- Neutral hexes, bordered in blue (e.g. Sweden or Switzerland). No units may enter these hexes.

To view different parts of the Battlefield, click on the scroll bars at the bottom and right sides of the Battlefield, or click on the Recon button.

Game Buttons

The left-hand side of the Main Game window has buttons that affect units. These buttons change based on the active unit and what options are available. Options that are unavailable appear darkened.

Along the right side of the Main Game window are buttons that affect the game globally, including: a Map of the Battlefield, the Purchase window for buying new units, and the Forces Review for examining the status of all your units.

RECON The Recon Window

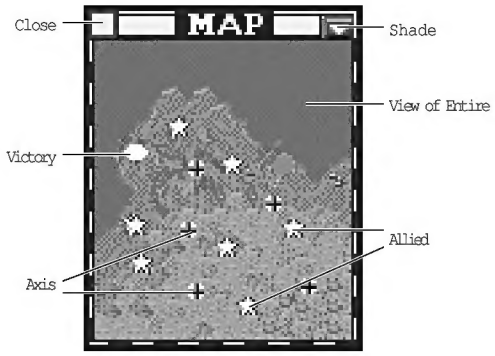
To open the Recon window, click on the **Recon** button. Click on the direction in which you want to move the view of the Battlefield, or use the arrow keys or number pad on the keyboard. **Note**: For easy moving, click on the star in the centre of the Recon window and hold down the mouse button. Now the direction arrows activate when you move the mouse pointer over them. In this way you can continue scrolling in one direction or scroll in other directions without having to press the arrow buttons repeatedly. When you let go of the mouse button, the map stops scrolling.

The Recon window, like the Map and Unit Information windows, can be moved on the Battlefield to allow better viewing and use. To move the window, click on the window's top bar and drag it where you want. To hide (or "shade") the contents of the window, click on the triangle in the upper-right corner, and click on it again to redisplay the window. To remove the entire window, click on the close box in the upper-left corner.

INFO Unit Information Window

Use the Information window to view the complete statistics for the unit currently under the mouse pointer. You can compare the combat capabilities of units in the Battlefield by moving the mouse over different units. For definitions of unit statistics see page 37.

Strategic Map



The Strategic Map shows the entire Battlefield as well as surface or air units, depending on which view mode you are in. The Map is a floating window and can be moved like the Recon window. Axis units are indicated with black German crosses; Allied forces with gold stars; Russian forces with hammers and sickles; and your battle objectives in bright green. Hexes with large white dots are your objectives which have been taken and must be held throughout the battle.

To view a portion of the map up close, click in the Map window on the section you wish to see. The Main Game window now contains the section you selected.

Forces Review

Brings up the Forces Review window that lists all of the units currently under your command. Units that have already acted this turn have a red square around them; those that are waiting for orders have a green square. You can view a unit's statistics by clicking on it or go directly to a unit by selecting it, then pressing the Go To Unit button at the bottom of the window; the Forces Review window disappears, and the desired unit is selected in the Main Game window.

Casualties

Displays Axis and Allied unit losses for campaigns and scenarios.

Deployment Window

Brings up a floating window containing the core units to be deployed on the Battlefield. The Deployment window automatically comes up before the first turn of a scenario during campaign play. To place a unit on the Battlefield click on it, then click on a highlighted Battlefield hex. Note that one air unit and one land unit can occupy the same hex.

Purchase Unit

Add new units to the core army if more core units are available, or to auxiliary forces if only auxiliary units are available. You purchase units with Prestige Points and place them in or adjacent to friendly cities (if land units) and friendly airfields (if air units). You cannot purchase ships. See the "Buying Units" section of this manual on page 33 for more information.

E-Mail Comment

Brings up a dialog box during e-mail games for inserting comments to your opponent. When your opponent plays back the turn, the comments appear at the point in the turn that you inserted the comment. For more information on playing by e-mail, refer to the "How to Play E-Mail" section on page 35.

Step Forward

Steps forward through one unit's actions during playback of an e-mail turn that you receive from an opponent.

Playback Turn

Plays back an opponent's e-mail turn until the end.

Rewind Turn

Rewinds to the beginning of an e-mail turn received from an opponent. You can review an opponent's e-mail move several times this way.

End Turn

Ends your turn and proceeds to the opponent's turn.

Infantry units are a vital complement of combined-arms forces.

Unit Buttons

The Unit Buttons are along the left side of the Main Game window. Most of these buttons provide options which are applicable to the unit you currently have on the Battlefield. Be aware, however, that some commands require the unit's turn to execute, so once the action is completed, the unit cannot do anything else that turn.

Abort Move

This button is available when you have selected a destination hex for the unit's move. When a unit has moved (but before it has attacked), it can return to its point of departure without any adverse affects (like fuel consumption). If the unit moves next to any previously-hidden enemy units, it cannot undo its move.

Mount/Dismount

Units can move more quickly when using organic transport, but are more vulnerable to attacks. After you Mount/Dismount and move your unit, you must then choose whether or not you want to abort the move. Unless selected immediately after the unit's movement, you will not be able to take back the move you just made. A mounted unit appears in the Main Play window as the form of transport, (for example, a truck or half-track icon).

Embark/Disembark

Embarking and disembarking units onto or from air or naval units can only be done at the

beginning of a unit's turn, i.e. a unit may not move or fight before embarking or disembarking. Disembarking ends the unit's turn; a unit may not move or attack after disembarking. Embarking and disembarking are not equivalent to mounting and dismounting. A unit may not assume the same embarkation state more than once during a turn. For the differences between Air and Sea Embarkation, refer to the "Air and Sea Embarkation" sections on page 25.

Upgrade

Activates the Upgrade Unit screen and enables you to change the type of unit within its class and add organic transport if available. You can only upgrade units when deploying for a campaign scenario or during a scenario when in a friendly city (or, in the case of air units, over a friendly airfield or aircraft carrier) with no adjacent enemy units. Upgrading costs Prestige Points and expends that unit's turn.

View Surface/Air Units

Toggles between viewing your land and air forces. When both a surface and air unit occupy the same hex, the view determines which one of the icons is large and which is small on the Battlefield. The large one is the one that you select by clicking on it. Keep in mind that the Map window shows either the currently-viewed air units or land units, not both.

Show Terrain

Removes hexes, ownership flags, and units to reveal the terrain. Click again to exit this mode.

Disband Unit

Disbanding units can be useful when you've reached the limit on the number of units allowed. Weak units can be disbanded in order to make space for new units which are more effective in given circumstances. For example, you may want to disband an inexperienced infantry unit in order to purchase a tactical bomber to soften enemy defenses. Disbanding a doomed unit also denies the enemy Prestige Points for destroying the unit.

When you elect to disband a unit, a dialog box appears to ask for confirmation. If you cancel the disbanding order, then the unit can still act, and remains selected.

A unit can be disbanded anywhere on the map. For instance, an infantry unit in an air transport can disband over the middle of the ocean.

Disbanding does not increase your own Prestige Points.

Name Unit

You can personalise units with new names that are up to nineteen characters long. These names remain in effect until the end of the scenario or through the entire campaign. You may want, for example, to name units according to their capabilities or how you intend to organise them in battlegroups. Keep in mind that units are numbered consecutively by the computer in each scenario, thus slightly changing the names you choose.

Elite Replacements

Elite replacements are treated the same way as regular replacements except that: they do not reduce the unit's experience level; they cost four times as much; and they provide double resupply for the unit. Although expensive, elite replacements are cheaper, point-for-point, than building a new unit with no experience.

Elite replacements allow a unit to become "overstrength", in other words, have a strength greater than 10. A unit may have a maximum strength equal to 10 plus its number of levels of experience. For example: a unit at full-strength with one experience level receives elite replacements; its strength increases to 11. Between campaign scenarios, under-strength units are brought up to strength 10 via elite replacements.

Supply Unit

Resupplies the selected unit with up to half its maximum capacity; this is the only action that the unit can take during its turn. Units receiving replacements automatically resupply and units receiving elite replacements receive double-resupply. Adjacent enemy units prevent resupply except as part of receiving replacements. Snow and rain reduce resupply by one-third. When a unit is on a desert hex, it resupplies at a rate one-fourth of normal. A unit is always guaranteed to receive a minimum resupply of 1 ammo and 1 fuel.

Replacements

Replace lost strength points (to strength 10 maximum) and automatically resupply the unit as described under "Supply Unit". This action ends that unit's turn. Replacements normally begin with 0 experience which is averaged with the unit's current experience to generate a new experience level. This depends on what level the experience was set to on the Preferences screen. Units can get replacements anywhere, except that air units can receive replacements only when in a friendly airfield or carrier hex, and naval units can get replacements only when in a port. A unit receives fewer replacements if an enemy unit is adjacent. If three enemy units are adjacent, the unit cannot receive any replacements unless it is in a city. Bad weather and desert terrain also reduce replacements.

Weak or unnecessary units can be disbanded, but do not increase prestige points

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Save
Game

Provides a quick way for saving the game to the current save file.

Next Unit

Selects the next unit waiting for orders. If all units have already acted, the icon becomes shaded. Mounting or dismounting a unit does not count as an action.

The Menu Bar

Separate from the Main Game window is the white Menu bar at the top of the screen. Use these menus to quickly change preferences, view windows, and more.

File Menu

New automatically restarts the game and returns to the Campaign Selection screen.

Open allows you to open a saved game or e-mail game.

Save allows you to save and name the current game.

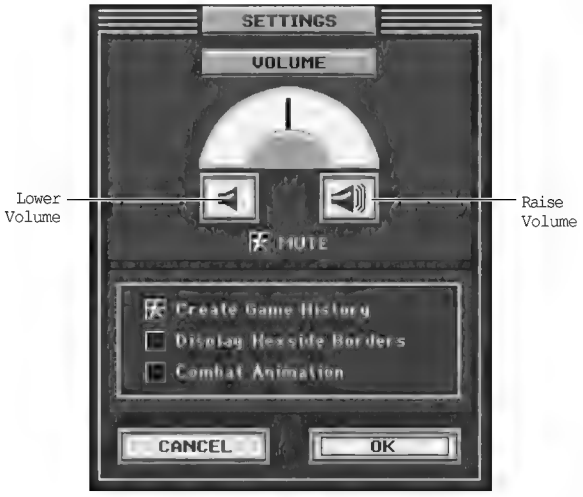
Save As allows you to save the current game under a new save file name.

Quit or Exit exits ALLIED GENERAL.

Edit Menu

From this menu you may choose to view the Settings or Preferences windows.

Settings



n this window you can:

- Change or mute the volume of the music and sound effects in the game
- Turn on or off the history recorder which lists all of the movements of each unit in each turn
- Display or hide hexside borders
- Display or hide the combat animations

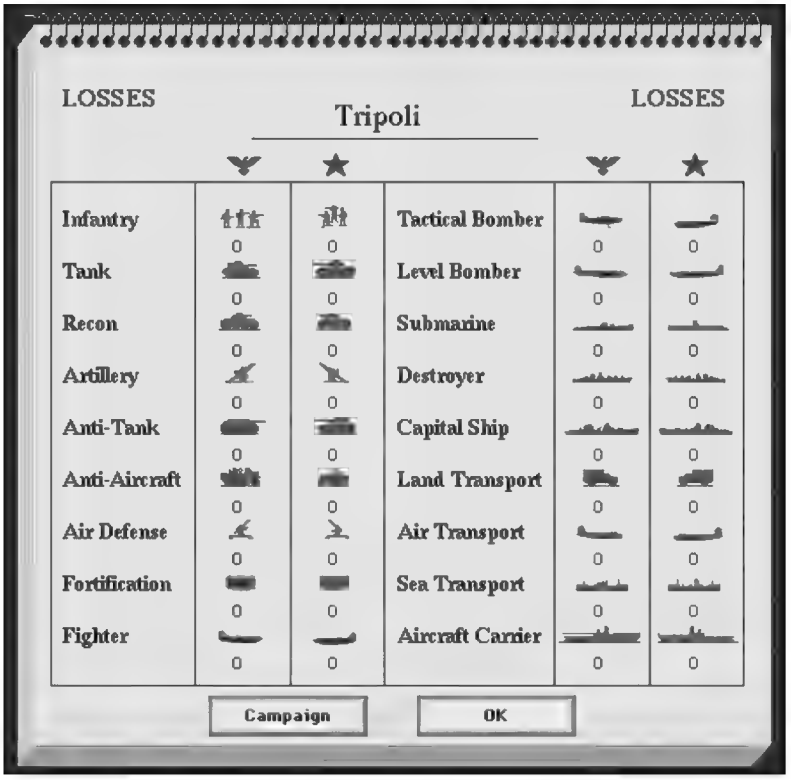
Once the settings are as you like, click on the **OK** button.

Game Menu

Preferences

The Preferences window allows you to set the Experience and Prestige each player is to receive during the game, as well as who the players are to be. Options at the bottom of the Preferences Window are on if they have a gold star next to them. Refer to the “Preferences” section on page 3 for more information.

Show Casualties

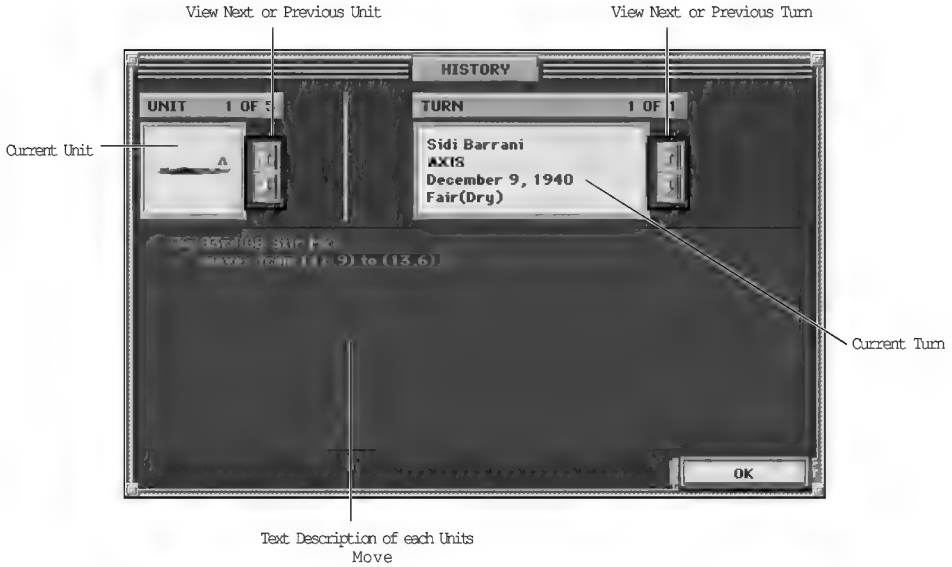


Displays the Axis and Allied unit losses for an entire campaign or scenario. Click on the **Campaign** or **Scenario** button to toggle the listings.

Show Intelligence

The Show Intelligence menu displays all keyboard commands for ALLIED GENERAL and provides additional information.

Show History



The History window records the actions of each unit for each player on a turn-by-turn basis. The units are listed in the order that they acted during the turn. Only the units that act in a turn are listed in the history.

The arrows on the right-hand side of the Turn window increase and decrease the turn counter. The arrows on the Unit window scroll through each unit that acted during the turn.

The actions of the units are recorded in a file with a name that corresponds to the saved game file name. For example, if you save your current game in a file named "Mygame.sav", then the history file will be named "Mygame.his".

You can view the contents of the history file with a text editor or word processor. For safety, make a copy of the history file on your hard drive, and examine the copy there.

ALLIED GENERAL stores the location of the history file in the saved game. If ALLIED GENERAL cannot find the history file where it expects it, it will ask you to find it. If you want, you can have ALLIED GENERAL start a new history file.

Note: History files are not generated during e-mail games.

Windows Menus

This menu provides a quick and easy way to open the Recon, Map, and Information floating windows.

Auxiliary units are used to supplement your core units, but only serve in single battles.

GAME PLAY BASIC RULES

The Campaign Games

In the extended campaign games, your career as a general can cover the entire war. If you do well, you can win the war. If you do poorly, you could be prematurely retired or even lose the war. The campaign games cover large portions of the war, but you may choose to start your career at any of three different points.

In the campaign game, you control a "core group" of units and, in most battles, non-core or "auxiliary" units. The core group's strength flags have black numbers, and the auxiliary units' strength flags have white numbers. Auxiliary units serve with you only for the duration of the battle, while you take surviving core units with you to the next campaign battle. Your units gain combat experience and can be upgraded with new equipment over time.

Your core units are already deployed in the first scenario of any campaign. In later campaign scenarios, you may deploy your core units freely within designated deployment zones.

The North Africa Campaign

Take command of the Commonwealth forces in 1940 and prepare to drive the Axis forces out of North Africa. Confront the Italians at Sidi Barrani, then go on face the Germans at El Agheila. A string of successes can take you as far as Tripoli; if you falter, however, you may find yourself fending off the Axis in Cairo.

The North Africa Campaign is the best starting point for players that are not experienced with ALLIED GENERAL; its predecessor, PANZER GENERAL; or with wargames in general — the scenarios are generally smaller than those of the other campaigns.

If successful, you may lead your troops to the Western Europe Campaign as the British.

The Western Europe Campaign

Western Europe Campaign (American)

As an American commander you first see action in Africa, where you must defeat the Axis invaders and form your inexperienced troops into an elite fighting force. If you excel, you may have a key role in the fight to liberate Europe. From Operation Overlord to the final drive on Berlin, a string of victories brings the war to a triumphant end; defeat means replacement and a quick transfer home.

Western Europe Campaign (British)

As a British commander you can join your new command either as a novice to the battlefield, or as an experienced and successful desert warrior from the North Africa Campaign. From Mareth to the Low Countries and on to Germany, the only measure of your success will be your victories.

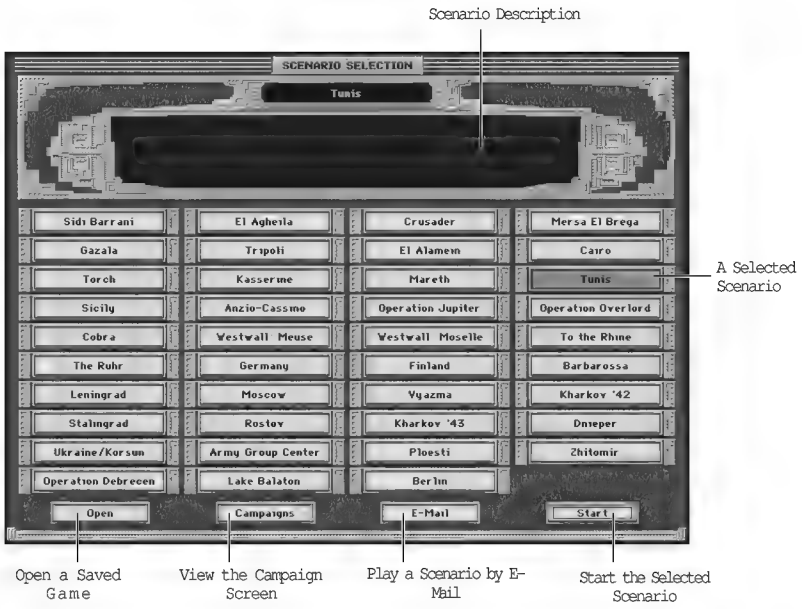
Note: If playing the British or Americans you may purchase both British and American troops.

The Russian Campaign

The Russian Campaign traces the largest military conflict in history — the war between Germany and the Soviet Union. It begins with a prelude scenario, the 1939 Soviet invasion of Finland, then goes on to trace Russian resistance to the massive 1941 invasion, the bitter contest at Stalingrad,

and the series of Russian counterattacks which followed. Prior to the showdown at Stalingrad the survival of the Russian people hangs in the balance; after Stalingrad the course of the war will shape the postwar face of Europe. A bold enough commander who can reach Berlin before the British and Americans may win Stalin's favour and achieve Soviet control of central Europe.

Scenario Selection Window



There are thirty-nine individual scenarios you can choose to play in ALLIED GENERAL, from the burning deserts of Tripoli to the frigid terrain of Leningrad, even major Allied assaults like Operation Jupiter and Operation Overlord.

Click on the **Open** button to play a saved scenario, campaign, or e-mail game.

To go to the Campaign Selection screen, click on the **Campaign** button.

To start a new e-mail game using the currently selected scenario, click on the **E-Mail** button.

To play a single scenario, simply click on a scenario name and then click on the **Start** button.

Beginning a Battle

You begin a battle by selecting a scenario or a campaign game. In the campaign game, you control a group of "core units" through the various battles you fight. Auxiliary units, which have their strength numbers in white, are available for the duration of that battle only. Surviving core units gain experience through combat, and your unit combinations reflect your own preferences. As you progress through the campaign, the number of core units available to you will increase.

In campaign play, you have the option of deploying your core units within specified deployment areas before the first turn of each scenario. There is no deployment phase for non-campaign games (like e-mail, two-player, or a single scenario).

Game Turns

In ALLIED GENERAL, each scenario has a specific number of "turns." Each turn is comprised of two parts: The Allied phase, during which the Allied player acts while the Axis player observes, followed by a similar phase for the Axis player. In all games, the Allies act first during a turn.

In each turn you and your opponent are given a chance to move units, attack enemy units, resupply units, and so on. When your turn is done and you have moved or given orders to all of your units, click on the End button. Afterward, the opponent moves his units and completes the turn.

During a turn each unit can move once, and attack once, in either order. Exception: artillery and air defence units can only shoot before they move.

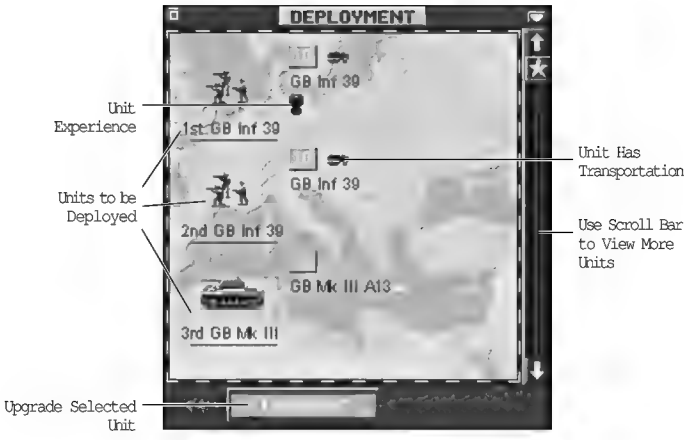
If a unit acts, and another unit is selected, no further actions can be taken by the first unit. ("You already took your hand off that piece; you can't move it back.")

Example: You move Unit A to a hex adjacent to an enemy unit; you then select Unit B. Unit A cannot attack this turn; selecting Unit B signaled the end of Unit A's turn.

Weather

Weather is randomly determined based on actual weather conditions for the month of the year and weather zone in which a battle occurs. Weather may change between fair weather and storm fronts. Storm fronts can last for a number of days and have the possibility of generating only overcast weather or becoming rainstorms or snowstorms. It never rains or snows in North Africa. **Note**: during rain or snow storms aircraft cannot attack.

Deploying Troops



When you are given the chance to deploy your troops at the beginning of a scenario it is best to start by viewing the Battlefield on the Strategic Map and evaluating its tactical possibilities. See the section "Strategy Notes," on page 49 for some tips on planning your battle. Once you've planned your strategy, start deployment with your spearhead units and then follow with the rest. The Deployment window allows you to see all of your available units at one time, upgrade their equipment (including providing them with organic transport) and select which ones to place. Select a unit in the Deployment window, and click on a hex in a highlighted deployment area to place the unit; right-clicking (or Option-clicking) on a placed unit removes it from the map.

Moving Units

Click on any unshaded unit to make it ready for orders. The selected unit can move to any hex that is illuminated; it cannot move to a hex occupied by another unit. (Exception: An air unit can occupy the same hex as a ground unit.)

Movement Cost

Each unit has a movement point allowance per turn that is spent as it moves. The movement point cost of each hex depends on the terrain in the hex, weather conditions, and the unit movement type. After selecting a unit, when the cursor moves over a lighted hex the amount of movement expended to reach that hex is displayed at the top of the screen. Every movement point a unit uses costs 1 fuel, except that when the ground is covered with snow all ground units pay double fuel costs, i.e. two fuel points per movement point; snow does not reduce the distance that a unit can move. No matter how much they move, air units consume a minimum of half their movement allowance in fuel every turn.

Movement ends prematurely if a unit moves adjacent to or is ambushed by (moves into) a previously-hidden unit. An ambush is treated as an attack with the defender receiving an automatic rugged defence. Entering a river hex ends a ground unit's movement, except when the river surface is frozen. It may exit river hexes normally the following turn. Dismounted bridging engineers may serve as bridges, eliminating this penalty for the hexes engineers occupy.

Abort Move

After moving a unit to another hex you can cancel that move by immediately selecting the **Abort Move** button from the Unit Menu. **Abort Move** does not permit you to undo attacks, nor does it let you undo moves which spot enemy units. If the unit did not attack before moving, undoing the move will permit you to take any action with the unit: attack, movement, resupply, and so on.

Keep in mind that once a unit has moved and you have selected another unit, you cannot select that unit again except to look at unit statistics.

Which Units Have Moved?

If you find that you are forgetting which units have moved and which have not, the **Forces Review** window, available through the **Forces Review** button on the right-hand side of the Main Play window, provides an overall view of which units have acted and which have not. A green border indicates that unit has not yet acted this turn; a red border indicates that a unit has completed its turn. The screen also displays unit strength, experience, name, and statistics. If you have more than ten units, use the **Next** and **Previous** buttons to see your other units. For definitions of what the unit statistics mean, refer to the "Unit Statistic Descriptions" section on page 37.

Infantry units have a limited movement range which can be greatly increased when they are mounted onto transports.

Mounting and Dismounting Units

A unit can only mount and dismount prior to moving; a unit that has moved via transport must remain in the vehicle at the end of the move. A unit cannot mount, move, and then dismount.

A mounted unit can perform the same actions as a dismounted unit: get replacements, upgrade, disband, resupply, and so on.

Organic transport is transport which is permanently assigned to a unit and cannot be shared (i.e., trucks or half-tracks).

Note: In later scenarios, if you want to purchase a transport for an existing unit, you must move the unit into a friendly city hex and choose Upgrade from the unit menu.

Embarking and Disembarking Air and Naval Units

All cities adjacent to an ocean hex act as ports for the purpose of embarking on troop transports. At the beginning of each scenario that uses air and naval transport, transport units are given to each side. These transports represent the allocation of air transports and naval transports to your army. These transports are used to move units around the map and over the sea. When you move the cursor over a friendly port, coastal port, or airfield, the current transports available appear at the top of the screen. When you embark a unit, it uses one transport available. When you disembark a unit, it frees one available transport.

Air Embarkation

Units can embark in a plane from a friendly airport hex; units can disembark only onto an unoccupied airport hex. A unit may disembark when the airport hex is owned by an enemy nation.

When a unit embarks onto an Air Transport, the unit icon is replaced by the Air Transport icon.

Only certain classes of units can embark in a plane: infantry, light anti-tank, light artillery.

A unit cannot take its organic transport with it when it embarks in an aircraft; it must abandon the transport. The game will ask for confirmation for abandoning the transport.

There is a fixed number of air transport units available in a scenario. Even if a unit can legitimately embark, there might not be an air transport available, in which case the Embark button will not be available.

Players cannot purchase air transport units. When an air transport unit is destroyed, it cannot be replaced.

If the unit is on the airport hex at the beginning of the turn, the unit can embark and move in the air transport during the same turn.

Paratroops and rangers need not disembark at an airfield, they may select the hex the air transport occupies or any adjacent ground hex as their drop zone, but they may drift from the selected drop zone.

Sea Embarkation

Most ground units can use sea transports; naval and air units cannot.

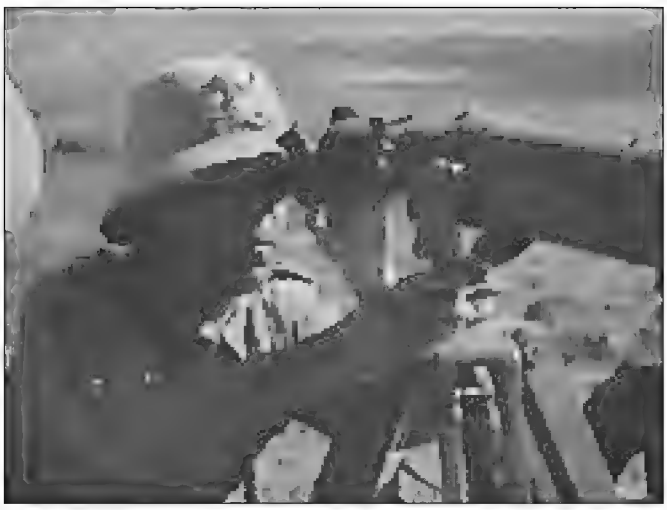
Units can embark on naval transports only at ports or coastal cities.

A unit with organic transport can take its transport with it when it embarks into a sea craft; it does not need to abandon the organic transport. A unit will be dismounted when it disembarks, regardless of the state it had when it embarked (mounted or dismounted).

Sea transports can disembark on any unoccupied coastal hex; they do not need to get out in a port. Note that sea transports cannot disembark into coastal cities.

A unit that disembarks into an unoccupied enemy port captures it. Remember that only infantry, tank, anti-tank, and recon units can capture cities.

Use your units' spotting values wisely to avoid ambushes and plan attacks.



Combat Rules

Spotting Units

If the Show Hidden Units preference is off, all hexes become hidden at the beginning of each turn except those that are within 1 hex of a friendly city, port, or airfield or within the spotting range of friendly units. Air units' spotting range is halved by overcast weather and reduced to 1 hex when it is raining or snowing. Other units' spotting ranges are halved when it is raining or snowing.

Once a hex is spotted during a player's turn, it remains spotted for the entire turn. Any time a friendly unit moves and does not abort its move, it spots all hexes within its spotting range. Terrain has no effect on spotting.

Enemy units within your unit's spotting range are automatically spotted except for enemy U-boats, which you have a 50% chance of spotting unless they are adjacent to one of your units.

Zone of Control

A unit exerts a zone of control into the six hexes around it. Surface units' zones of control affect only surface units and air units' zones of control affect only air units. When you move a unit into the zone of control of an enemy unit, your unit's movement is stopped and it must either attack or end its turn. If your unit was ordered to move to a point which takes it through a hex occupied by a previously hidden enemy unit, your unit is ambushed by the enemy unit and your unit's turn ends after combat is resolved.

Attacking

The attack option (cross-hairs) appears when you pass the mouse pointer over an enemy, and the Expected Losses appear in the Information Bar.

The Attack number is the losses projected for the attacking force (your unit), and the Defend number is the projected losses for the unit being attacked. Keep in mind that these are projected losses; they may not be the same in actual battle! When you decide to attack, click when the cross-hairs target is over the enemy unit.

As battle ensues, unit losses are indicated on the unit strength flags, and battle details are listed in the Information Bar.

A unit may move and attack, or attack then move, with the exception of artillery, air defence, or anti-tank units which cannot attack after moving.

Initiative

Initiative is determined by the equipment used in battle, the terrain upon which the battle takes place, and the experience of the units. It is also adjusted by a randomly generated score of 0-2 to help simulate the uncertainty of battle.

If an ambush or rugged defence occurs, the attacker's initiative is 0.

Using Artillery and Ranged Attacks

Since artillery units make ranged attacks, they can attack with no risk of losses by bombarding distant enemy units. After shooting, you can choose to move the artillery one hex while remaining deployed or mount it to move them to another location. Remember that units mounted in trucks or half-tracks fight poorly. Do not move the artillery too close to enemy units; use their ranged attacks to their advantage. Artillery are vulnerable to attacks by tanks and infantry.

Units with ranges of one or more hexes can make ranged attacks, i.e., shooting at the enemy without the enemy being able to fire back (except that capital ship class units can shoot back using indirect fire when shot at by other capital ships). Units with a range of 0 must attack into the target unit's hex, giving the defending unit the opportunity to shoot back.

Supporting Fire

Under certain circumstances, units adjacent to the defending unit shoot at the attacker prior to normal combat. Artillery units contribute 'defensive fire' in support of any adjacent ground units. Air defence units contribute defensive fire for any adjacent ground units against air attacks. Fighters adjacent to defending bombers or ground units may intercept attacking air units, but fighters may make only one interception per turn, and each attacking air unit may be intercepted only once. Each of the above events occurs before normal combat; the attacker cannot respond to defensive fire. Losses and suppression from defensive fire persist during the remaining combat. If the attacker has no more strength points in the firing order (all of them destroyed or suppressed), the attack is broken off immediately.

Each time a unit shoots it uses one ammo point. Defending units can easily use up several points of ammo in a single turn when defending themselves or adjacent units.

Rugged Defence

A rugged defence can occur in two ways: (1) if a unit's movement takes it into the hex of a hidden enemy an ambush occurs (for air and naval units this misfortune is called "out of the sun" and "surprise contact"), which is automatically treated as a rugged defence, and (2) if an entrenched unit is subject to a non-ranged attack by a ground unit, there is a risk of a rugged defence based on the relative experience, the unit type, and the defender's entrenchment level. If the entrenchment level is 0, or if the attacker is a pioneer or engineer, there is no risk of a rugged defence.

Suppression

Each non-suppressed strength point makes an individual attack on the enemy using the unit's attack and defence values. Suppressed elements do not count in the firing order, but suppression (other than suppression resulting from level bombers) lasts only for the duration of the current combat. The number of strength points in the firing order is also halved by rain or snow for ground troops and by overcast weather for air units (air units may not attack in rain or snow). It is also halved if the unit has run out of fuel (if it runs out of ammo, it can't attack).

Artillery units provide defensive fire in support of any adjacent ground units.

Refuelling Air Units

Air units automatically refuel when over or adjacent to a friendly airfield, or when over a friendly aircraft carrier. When the current fuel number for an air unit turns red, this indicates it has used up half or more of its fuel and you should start checking to make sure it has sufficient fuel to return to a friendly airbase. Air units that run out of fuel which are not on or adjacent to an airfield or over an aircraft carrier crash and are destroyed. Air units use a minimum of half their movement allowance in fuel every turn, regardless of the distance they travel.

With support
from artillery, infantry are the
preferred units
to assault cities and fortifications.

Supply Rules

There are two types of supply: ammunition and fuel. Each time a unit shoots, it uses one point of ammo. Every movement point a unit uses costs it one point of fuel. Exceptions: when the ground is covered with snow all non-air units use 2 fuel points for each movement point; air units that are not on or adjacent to airfields use fuel equal to at least one-half of their movement capability every turn, but are not affected by snow limitations.

Automatic Resupply

If the "Supply" preference is selected on the Preferences window, the following automatically resupply: air units which are on or adjacent to airfields, naval units which are in port, and ground units which have not acted. Ground units may not resupply, however, if there are enemy units adjacent to them and if they are not in a town. The resupply rate is limited by the proximity of enemy units, terrain, and bad weather.

Air units which are out of fuel and not adjacent to an airfield are eliminated.

Units normally receive half of their ammo and fuel maximums during resupply. Units receiving Replacements automatically receive resupply, and units receiving Elite Replacements get double the resupply.

Weather Effects on Supply

If it is raining or snowing and a unit is not in a friendly city, port, or airfield, the unit gets less supply. If there are more than two adjacent enemies, the unit may not resupply. Units also get less supply in the desert.

Victory Conditions

Battles are won by taking or holding some or all of the Victory Objective hexes (depending on the scenario), which are represented by gold-bordered flags on the Battlefield and by green or white highlights on the Strategic Map. Capturing towns that are not victory objectives gains you prestige points, but does not affect the victory conditions, so you should always focus on capturing the objectives you have been ordered to take. Only units of the tank, anti-tank, recon, and infantry classes can capture cities, ports, and airfields, although other troop types can occupy them and prevent their use by the enemy.

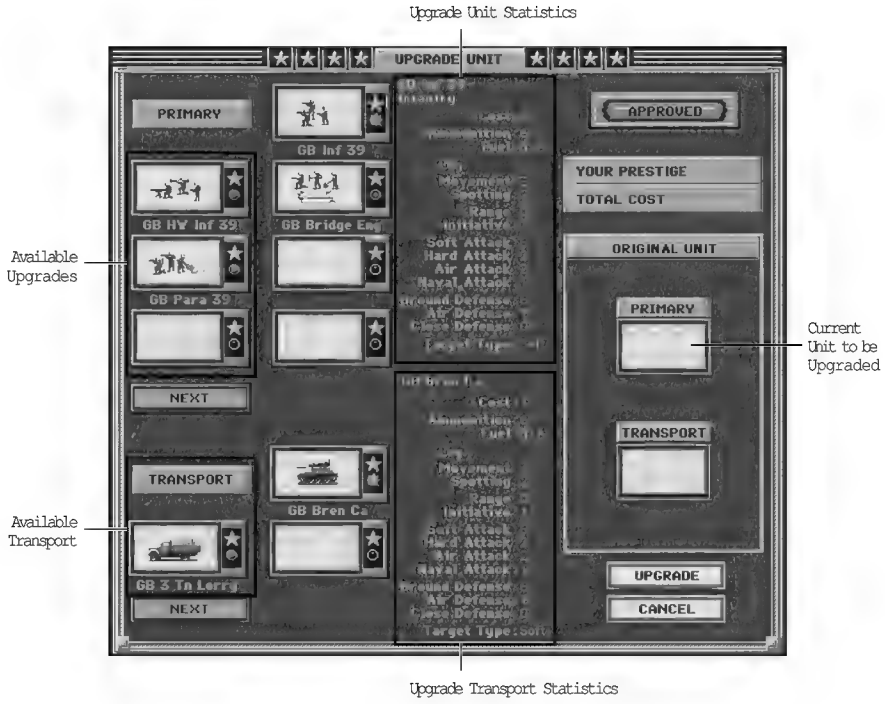
True Neutrals

True neutrals are countries like Sweden or Switzerland which no one is allowed in or over. These hexes are indicated on the Battlefield with blue hexsides.

Prestige Points

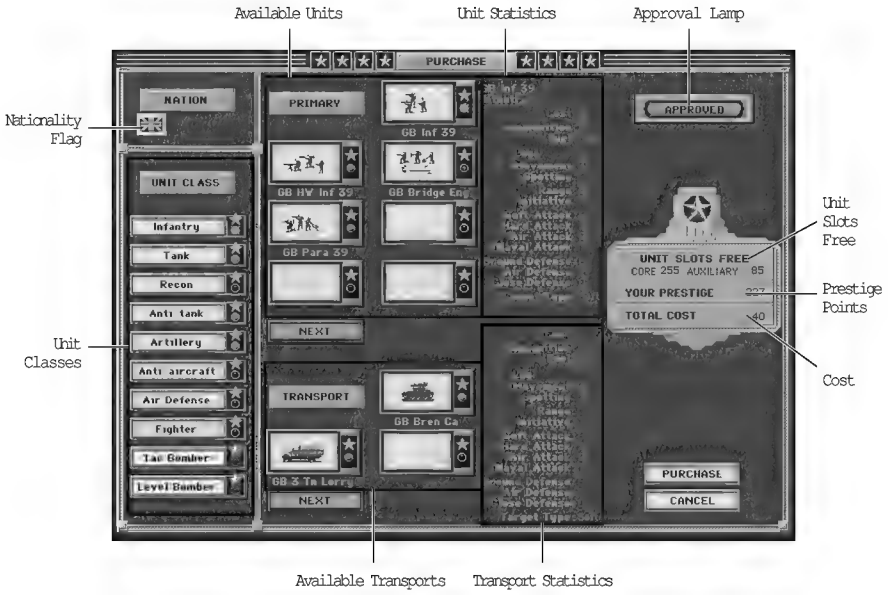
Prestige points represent the influence you have earned with the high command by taking and holding Victory Objectives and cities, destroying enemy units, and winning battles as quickly and decisively as possible. In the same manner, however, losing cities and battles reduces your prestige. You can exchange prestige points for new units, replacements, and new equipment for existing units. Note that you must pay the full prestige cost of new equipment even if the cost of the new equipment for a unit is less than that of the old equipment given up.

Upgrading Units



You can only upgrade units when deploying for a campaign scenario or during a scenario when a unit is in a friendly city (or, in the case of air units, over a friendly airfield or aircraft carrier) with no adjacent enemy units. Select the unit type you desire and its transport, if applicable, then click on the Upgrade button. Upgrading costs Prestige Points and expends that unit's turn. The **Upgrade** Unit screen displays the different types of upgrades available, transport (if available), unit statistics, and the original unit being upgraded.

Buying Units



Click the $ button on the right-hand side of the Main Game window and the Purchase windows appears. The left side of the Purchase window displays unit classes “available” with a green light; “not-yet available” units are not lighted. Units which are above the cost of your current Prestige Points are indicated by a red light. Click on the **Artillery** button to see the available artillery class units. When you click on a unit, the unit’s statistics appear along the right side of the screen, next to Your Prestige, Unit Slots Free, and Total Cost sections. If transport is available for a unit, it appears with its statistics on the lower section of the screen. Click on one to choose it and view its statistics. The new total cost for both the unit and the transport appears.

Select **Purchase** from the lower-right corner to confirm the purchase. If you want to cancel a purchase before placing the unit on the Battlefield, right-click (or Option-click) anywhere.

Note: Units may not be purchased in newly-won cities until two turns after the cities are captured, and a clear line of supply three hexes wide exists between the captured city and a friendly city. If an enemy unit is in this three-hex supply line, then units cannot be purchased.

Allied leaders encourage war production so new equipment is available often.

Overstrength Units

A unit with an experience level of 1 or greater may be made overstrength by adding elite replacements when it is already at 10 or more strength points. You may only do this as long as the current unit strength is less than 10 plus the unit's experience level. For example, a unit with two experience levels may have a maximum strength of 12. Each time the player takes elite replacements under these conditions the strength of the unit increases by 1.

New Equipment Available

When new equipment becomes available for purchase it appears in a New Equipment window which lists the equipment's statistics.

HOW TO PLAY BY E-MAIL

To start an e-mail game, select a scenario from the Scenario Selection screen and click on the E-Mail button.

Player 1

Starting the E-Mail Game

It is assumed that you, the player playing an Allied General, starts the e-mail game process. Your opponent will play an Axis General.

Setting E-Mail Preferences

Whoever initiates the e-mail game sets the Preferences. Choose the Experience and Prestige each player is to receive, as well as the Options which will be active during the game. **These preferences cannot be changed once play has begun**, so make sure your opponent agrees on the preferences before they are set!

Choose a Password

To make sure that no one else can play your side of the battle, enter in a password by first clicking inside the green bar. When the blinking cursor appears, type in your password and click the OK button.

Choose a Name for the E-Mail Game

Here you can type in the name of the e-mail game you will be playing. The default name is "Move1.eml". To save the game with this name, click on the OK button.

Play the Game

After naming the e-mail game, the first turn begins and you move your units.

Recording Light

Note that a red "recording" light blinks on and off while you are playing the e-mail game. This shows that your moves are being recorded for your opponent to watch.

Insert E-Mail Comments

As you play, you can insert comments to your opponent by clicking on the **E-Mail Comments** button and typing in the message. When finished, click on the **OK** button. When your opponent plays back the turn the comments appear in the order in which they were made.

Ending Your Turn

When you are finished moving units and making e-mail comments, click on the End button to end your

turn. A message appears stating that the current move was successfully saved to the e-mail file you named when you began. Click on the OK button to continue. Afterwards, send the saved e-mail file to your opponent through e-mail.

Player 2

When you receive an e-mail game from your opponent, go to the Scenario Screen and click on the **Open** button. E-mail games are identified with ".eml" at the end. Choose the e-mail game you want to play and open it.

Starting Move Message

When you begin to play the e-mail game a message appears and displays the move, the player's turn, and the weather conditions. Click on **Play** to continue.

Watching Player 1's Turn

A green "Play" light flashes, indicating that you can now play back your opponent's moves by using the following buttons.

Step Forward

Steps forward unit-by-unit during playback of an e-mail turn that you receive from an opponent.

Playback Turn

Plays back an opponent's e-mail turn until the end.

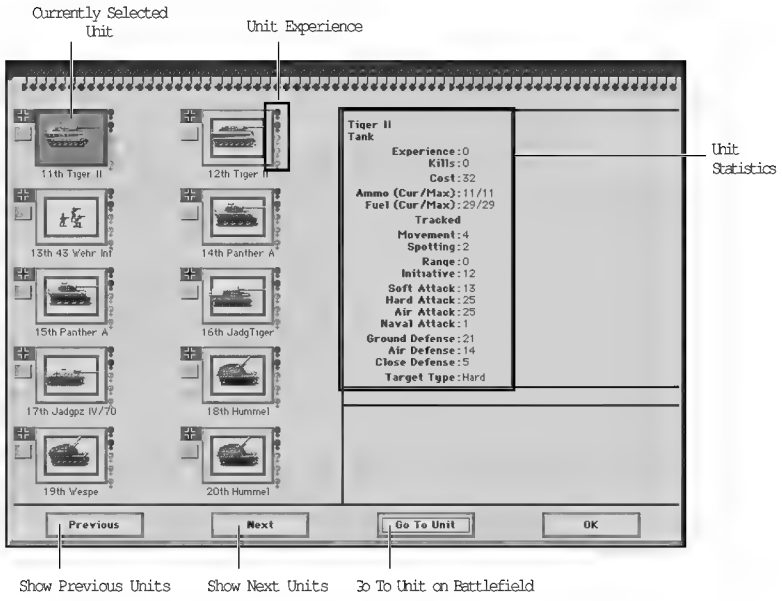
Rewind Turn

Rewinds to the beginning of an e-mail turn received from an opponent. You can review an opponent's e-mail move several times this way.

Player 2's Turn

After you have finished watching your opponent move his units, it is your turn. Refer to the steps that Player 1 used to choose a password, choose a name for the e-mail game (like "Move2.eml"), play the turn, insert comments, and end your turn. Afterwards, send the saved e-mail file to your opponent through e-mail.

UNIT STATISTIC DESCRIPTIONS



Current Fuel

The amount of fuel the unit currently has. Avoid running out of fuel while adjacent to the enemy or you can be trapped and unable to resupply. Units that run out of fuel have their number of strength points halved for combat purposes.

Maximum Fuel

The maximum fuel capacity of the unit. For certain units this capacity also reflects susceptibility to breakdowns.

Current Ammo

The amount of ammo the unit currently has. Avoid running out of ammo, as without it you cannot shoot at the enemy. Note that many rounds of ammo can be consumed in a single turn if a unit defends against several enemy attacks.

Maximum Ammo

The maximum ammo capacity of the unit. Each instance of combat (whether attack or defence) expends one ammo point.

Entrenchment

This unit's current total entrenchment level. All ground units can entrench, but at different rates. All terrain types have a base entrenchment level from 0-4 which ground units in that hex with lower entrenchment levels automatically obtain at the end of their turn. Units that have not moved are assumed to dig in each turn even if they attack, resupply, and so on. Each turn the unit does not move, it digs in. Infantry is best at entrenching, and anti-aircraft and tanks are the worst. Units can entrench up to a maximum of 5 levels above the base entrenchment level for the terrain. If a unit moves out of the hex it loses all its entrenchment levels, so pick a good position before digging in.

Each attack on an entrenched unit, whether successful or not, reduces its entrenchment level by one level. Repeated attacks in a single turn can even reduce the entrenchment level below the base level for the terrain, thus facilitating further attacks during the same turn.

Base entrenchment levels are: 4 for fortifications, 3 for cities, 2 for forests, bocage (intertwined hedgerows), and mountains, 1 for rough terrain and non-city port facilities, and 0 for everything else.

Experience

Each time a unit takes part in a combat it gains experience, and the more successful it is in combat, the more experience points it gains. An experience level is symbolised by a medal in a unit's summary information. The maximum experience level a unit can achieve is 5. When two units fight, their relative experience levels affect who shoots first and determine relative casualties. Experience also determines overstrength size, reduces the risk of rugged defence, and modifies initiative. Units with 2 or 3 experience levels should be considered veteran troops and those with 4 or 5 levels elite troops. Elite replacements should be used to preserve the quality of veteran and elite units. Making veteran and elite units overstrength is valuable because they are better able to withstand and inflict casualties in combat.

Experienced units may gain higher overstrength size, reduced risk of rugged defence, and modified initiative.

Strength

Units begin with 10 strength points. Losses are suffered in strength points, and a unit reduced to 0 strength points is destroyed. Units with experience have their maximum strength increased by 1 per experience level, up to a maximum strength of 15 points at 5 experience levels. Units can add overstrength points at a rate of one per turn by selecting elite replacements. If you lose strength, rebuilding the unit to overstrength status must be done the same way. Overstrength units are very potent in battle.

Kills

The number of enemy units a unit has destroyed in the current scenario or, over the course of a campaign.

Suppression

This indicates the number of a unit's strength points suppressed by enemy shooting. The unit's number of remaining strength points are used to shoot back in that turn. Most suppression lasts only for the duration of a single combat, but level bombers can suppress units for the player's turn, thus facilitating further attacks on the suppressed unit. Defending units whose suppression number is greater than or equal to their current strength, retreat or surrender.

Unit Equipment Statistic Descriptions

Class of Unit Equipment
This indicates the unit class (infantry, tank, recon, anti-tank, artillery, anti-aircraft, air defence, fighter, tac bomber, level bomber, fortification, destroyer, capital ship, submarine, carrier).

Cost
The prestige point cost of building a new unit of this type.

Maximum Ammo
The amount of ammunition the unit equipment begins with.

Maximum Fuel
The amount of fuel the unit class begins with.

Movement Method
The different methods of movement units may use are: leg, towed, wheeled, half-tracked, tracked, off-road, all-terrain, naval, and air. Units with leg or towed movement have no fuel rating, and can acquire organic transport for speedier movement.

Spotting
The hex radius within which a unit can spot all enemy units in fair weather. Note that there are no terrain restrictions on spotting; for example, a mountain hex does not block spotting beyond it.

Range
The unit's shooting range in hexes. A range of '0' means that only targets adjacent to the unit can be attacked.

Initiative
In combat, the unit with the greater initiative attacks first. In the case of identical initiative, attacks are simultaneous. Experience and the terrain of the defending unit modify initiative values. Initiative plays a critical role in that the unit that attacks last can use only its remaining strength.

Soft Attack
The unit's attack value against "soft targets" such as infantry, trucks, and towed weapons. A bracketed value indicates that the unit may not initiate combat against a soft target, but may respond with that strength when attacked.

Hard Attack
The unit's attack value against "hard targets" such as tanks, recon, and half-tracks. A bracketed value indicates that the unit may not initiate combat against a hard target, but may respond with that strength when attacked.

Air Attack
The unit's attack value against air targets. A bracketed value indicates that the unit may not

initiate combat against an air target, but may respond with that strength when attacked.

Naval Attack

The unit's attack value against naval targets. A bracketed value indicates that the unit may not initiate combat against a naval target, but may respond with that strength when attacked.

Ground Defence

The unit's defence value against attacks by land and naval units.

Air Defence

The unit's defence value against air units and air units' defence value against all attacks.

Close Defence

The unit's ability to defend itself in disadvantageous situations. These situations result when a unit unexpectedly encounters an enemy, and are announced by the game as "Rugged Defence!", "Surprise Contact", and "Out of the Sun!" When any unit attacks infantry which puts up a rugged defence, the attacking unit uses its close defence value. When combating infantry in city or forest hexes, ground units suffer the handicap of using their close defence values. Infantry do not retain this advantage when they are in clear terrain. Since close defence values are usually less than ground defence values, this makes infantry more dangerous in favourable terrain.

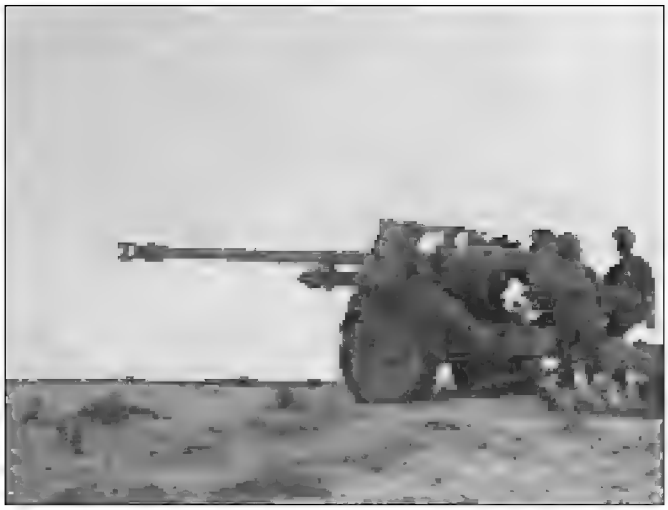
Target Type

There are four target types: Soft, Hard, Air, and Naval. Each unit has a separate attack value against each type of target.

Transport

If a unit has organic transport, statistics for the unit's values while mounted are displayed below the unit's normal statistics. When a unit has mounted or embarked in a transport, that unit uses the attack and defensive ratings of the transport. In general, units are vulnerable when in transport. A unit must abandon organic transport in order to embark on air transport.

Anti-tank units are at a disadvantage when attacking tanks, but gain an advantage when defending against tanks and other units.



UNIT CLASS DESCRIPTIONS

All pieces of equipment, referred to as units, are grouped into one of 18 different classes of equipment in ALLIED GENERAL. Below is a list describing the classes, types available within each class, and their tactical role.

Ground Classes

Anti-Aircraft

The primary use of the anti-aircraft (AA) class is to respond quickly to enemy air units. Unlike the air defence class, AA units may fire and move or visa versa and can attack ground units. AA can keep up with a quick moving attack force, and if properly used, assist in mopping up enemy infantry. Protect AA from enemy tank, anti-tank, and artillery units and you may find them very useful. Unlike air defence units, AA must be in the same hex as enemy air units to attack them.

Air Defence

Like artillery, air defence units cannot attack after they have moved; unlike artillery, however, they cannot attack ground units. They are ideally suited for defending relatively stationary ground units against enemy airpower in defensive battles, but given time and proper protection, they can also be useful when brought up to support your offensives by fending off enemy aerial counterattacks. Because of their ranged attack and protective fire capability, well placed air defence units can keep enemy aircraft at bay around a vital city, or protect a difficult ground assault from disruption.

Anti-Tank

The anti-tank (AT) class is divided into two unit types: towed anti-tank weapons and self-propelled anti-tank weapons (often referred to as "Tank Destroyers" TDs). The towed type are excellent on defence, especially if heavily entrenched, but their vulnerability while being towed by trucks or

half-tracks makes them difficult to use effectively on the attack. When attacking, use tank destroyers instead. TDs are much cheaper than tanks for the equivalent gun size, but less well-armoured and lack a rotating turret. This means that they can use their initiative to get in the first shot when defending against tank attacks, but always fire second when attacking tanks themselves. This makes attacks on tanks risky unless they are already seriously weakened. The key to TD tactics against tanks is moving offensively but fighting defensively — rather than attacking enemy armour, move TDs into positions where the enemy armour is forced to attack you. For example, while your tanks strike deep through enemy lines, TDs can be used to block enemy armoured counterattacks on the flanks of the advance. Although their intended purpose is to fight tanks, TDs make excellent tank-substitutes for overrunning other troops.

Artillery

Artillery cannot attack after moving. Artillery units, like anti-tank units, are divided into towed and self-propelled categories, but the difference is less significant because they are too vulnerable, even when armoured, to confront the enemy directly — their role is instead to bombard the enemy from a distance in support of other friendly troops. The main advantage of self-propelled artillery is that it can keep moving without having to mount and dismount. Towed artillery, in comparison, is very vulnerable and unable to fire in defence of itself on adjacent enemy units. Artillery is suitable for softening up enemy soft targets prior to an offensive attack (even if they inflict no losses, each bombardment attack reduces the enemy's entrenchment level), and equally valuable because of their ability to provide defensive fire when adjacent ground units are attacked by enemy ground units. Artillery is best deployed immediately behind friendly units where it can support them on both offense and defence. Artillery support is especially critical if you want your infantry to have a chance of stopping armoured attacks in the open.

Fort

The fort class is divided into two types: "forts," which are networks of immovable, strongly-built heavy artillery and infantry positions, and "strongpoints," which are lighter networks of pillboxes and light field fortifications. Since forts have ample reserves of ammo and strong attack values, they should shoot aggressively at any enemy that approaches. A combination of artillery and aerial bombardment followed by an assault by engineer or pioneer units is the proven method of capturing enemy forts and strongpoints that cannot be bypassed.

Infantry

The infantry class consists of several different types of units. Infantry are the most common troop type in any army and are the most versatile. Their advantage lies not in their speed but in their ability to fight in cities, forests, and other difficult terrain without the penalties suffered by most other classes. Although vulnerable to artillery fire and armoured vehicles when in open terrain, they are almost impossible to dig out of well-entrenched defensive positions unless attacked by other infantry and artillery in coordination. Even the most powerful armoured offensive can be halted or seriously delayed by a single well-positioned and well-entrenched infantry unit if the armoured units lack proper support.

Engineer and pioneer units are excellent at assaulting heavily entrenched positions because their special training and equipment enables them to avoid the risk of a rugged defence. Bridging engineers, indicated by a bridging icon, carry bridging equipment that allows them to serve as a bridge for other friendly units while dismounted in a river hex. Paratroops and rangers are lightly-armed but highly-trained infantry able to paradrop from air transports. Heavy weapons infantry have higher attack values than ordinary infantry and so are more suitable for assault roles, but move more slowly, making them prime candidates for transporting. Cavalry in this period are actually mounted infantry, with relatively low combat values but high mobility without the expense and vulnerability of organic transport.

Recon

The recon class consists of highly mobile but lightly armoured units with superior spotting ranges (which is very important if using realistic spotting rules). They can pinpoint the location of enemy units, seize and hold cities and other objectives temporarily, and successfully attack weakened enemy units and vulnerable units such as units mounted on organic transport. Recon units are most useful in offensive battles, and having one as a pathfinder for each major advance saves you time and helps you avoid ambushes.

Tank

Because of its speed, armour, and heavy weaponry, the tank class is most able to take aggressive risks and survive. But beware of overconfidence — although tanks dominate open country, they are vulnerable to infantry in cities, forests, and rough terrain; can be stopped by anti-tank guns and tank destroyers; and require air support when the enemy is able to use tactical bombers against them. A successful general does not win with tanks alone.

Tanks are most effective in open terrain, but are vulnerable in cities, forests, and rough terrain.

Truck

The truck class includes trucks, half-tracks, and a few fully-tracked vehicles used as organic transport (i.e., it is specifically assigned to a unit and cannot be shared). Organic transport is useful for giving otherwise slow units greater mobility but, while mounted, units use the weak combat values of the transport and are easily destroyed. Troops moving by truck should therefore be protected from enemy ground and air attack at all times. Trucks are faster on roads, but half-tracks have a higher defence and move more quickly in difficult terrain.

Air Classes

Air Transport

Most scenarios include a pool of air transport points. Air transport is non-organic transport which allows infantry, light artillery, and light anti-tank units to embark at friendly airfields and disembark at any unoccupied airfield (enemy airfields may be seized in this way). Paratroops and rangers can "jump" in any non-city hex. See the "Embark/Disembark" description in the Unit Menu on page 13 for information about transporting units by air. Note that air transports are highly vulnerable to both enemy fighters and air defence units and require fighter escorts, particularly for paradrops behind enemy lines.

Fighter

The tank and the airplane were the decisive new weapons of the war, and the fighter class is your key to obtaining air superiority. The fighter class is highly effective attacking enemy air units, and is able to protect adjacent friendly bomber and ground units through its ability to intercept air missions against them. Fighters can strafe infantry, artillery, and transport units with some effect and help soften up entrenchments, but their primary mission is to clear the skies of enemy fighters and enemy bombers. Losses in fighter combats are typically heavy, so getting the first shot through superior initiative and experience is critical.

Level Bomber

The level bomber class consists of high-altitude, long-range bombers with large bomb loads but limited accuracy. They attack by "carpet bombing" ground targets including cities, ports, and airfields. They tend to suppress rather than destroy targets, but this is advantageous because enemy units suppressed by your level bombers remain suppressed for the entire turn. Successful attacks by level bombers reduce fuel and ammo points of enemy units. Level bombers are the only class that can assist other units' attacks by inflicting prolonged suppression.

Level bombers only attack the hex they are in, and are immune to all ground units except for AA and air defence units. When they bomb a victory hex, located in a city, port, or airfield, they inflict prestige damage on the enemy and have a significant chance of destroying its usefulness (which is represented in the game when it converts to neutral ownership). Only dismounted infantry can recapture/repair a neutralised city, port, or airfield.

Tactical Bomber

The tactical bomber class includes aircraft designed for ground attack, which can only attack ground targets; and fighter-bombers, which can also attack enemy air units (though they are generally less effective than fighters). Tactical bombers are useful against a variety of targets, including vulnerable targets such as transport and artillery, but also against more difficult targets such as the submarine, tank, and anti-tank classes. Tactical bombers can also be used to soften up entrenched positions. Note that fighter escorts are essential to the survival of tactical bombers if the enemy possesses fighters.

Sea Classes

Capital Ship

The capital ship class includes battleships, battle-cruisers, heavy cruisers, and light cruisers. Capital ships have the ability to make ranged attacks and may move and shoot in either order. They are best used to defeat the enemy fleet, but after a naval victory can support the ground forces with off-shore bombardment, especially against soft targets. Capital ships shot at by other capital ships are entitled to shoot back with a ranged attack with any surviving unsuppressed strength points. All capital ships repair extremely slowly, making it rarely worthwhile to obtain replacements for them.

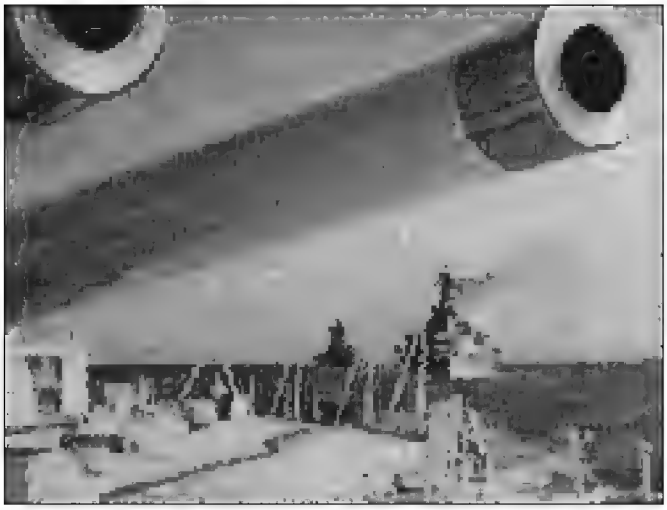
Carrier

The carrier class acts as a mobile airfield for fighters and tactical bombers, but, unlike airfields, carriers can resupply only air units in the same hex. Carriers have excellent spotting ranges but are vulnerable to naval attacks, and their high cost makes them very attractive targets in terms of prestige.

Destroyer

The destroyer class consists of destroyers, destroyer escorts, patrol craft, and torpedo boats. Destroyer class units are the only naval units able to attack submarines, and always attack first against submarines they attack during their turn, but are easily destroyed by capital ships. Use screens of destroyer class vessels to protect heavier ships from submarines. Together with tactical bombers, they can form effective sub-killer task groups.

Capital ships can make ranged attacks on ground units, and can move and shoot in either order.



Sea Transport

Sea transport is extremely important in amphibious invasion scenarios. Sea transport is non-organic transport which allows ground units to embark at friendly port facilities or coastal cities and disembark in any unoccupied coastal hex. See the "Sea Embarkation" section on page 25 for more information. Note that sea transports should be protected by naval and air covering forces because they are highly vulnerable to enemy naval units and, to a lesser extent, to enemy tactical bombers.

Submarine

The submarine class, can be deadly against enemy heavy naval units because destroyer class naval units and tactical bombers are the only units that can attack them. Submarines always shoot first when they attack during their turn. When submarines are attacked, they are often able to evade the attack by manoeuvring or submerging.

STRATEGY NOTES

Tactics Checklist

Remember that in ALLIED GENERAL:

- Clicking activates buttons and units in hexes.
- Clicking on a unit makes it ready for orders.
- All buttons appear along the sides of the screen, and button descriptions appear in the top centre section of the screen when you pass the mouse cursor over them.
- When a unit attacks, it uses one unit of ammo. When it's out of ammo, it can't attack another unit, and must resupply (when not adjacent to an enemy unit).
- Cities secondary to your battle objectives should only be attacked if in the direct path of your units. On the other hand, in later scenarios, risking units to capture other cities gains you more prestige points.
- All units have movement points which are expended as the unit moves. Each hex costs a number of movement points, based on the type of terrain entered. When you select a unit the legal hexes that unit may move to are highlighted. When you move units across rivers without using available roads or crossings, all movement points for those units are used.
- Replace weakened units even when they are close to enemy positions. It's better to suffer loss than annihilation.
- Mount units which have transports whenever possible, but be sure there is armoured protection close by. A given unit can only embark on a naval transport at a port or coastal city. Only infantry, light artillery, and light anti-tank units may use air transports at an airfield. Embarking or disembarking a unit can only be done at the beginning of the unit's turn. Naval transport units can disembark into an adjacent land square, air transport can only disembark at airports, while paratroopers can disembark anywhere. Disembarking ends the unit's turn.
- **Replacements, Disband, Upgrade**, and **Elite Replacements** can only be done at the beginning of the unit's turn. If any of these options are chosen, the unit's turn ends.

- **Abort Move** returns a unit to pre-order status, and cannot be used after the unit has acted by attacking, resupplying, receiving replacements, and so on. Right-clicking after moving a unit ends that unit's turn.
- Keep in mind that in the second battle of the 1940 North Africa campaign (the battle of El Agheila), aircraft units are available and are necessary for an Allied success.
- Even though the "expected losses" may not be in your favour, you may still need to sacrifice some of your unit strength to achieve your goals. This is especially important when attacking enemy units with high entrenchment levels. Even though the attack may not be effective, the enemy entrenchment level decreases by at least one point, and is more vulnerable the next turn.
- The enemy cannot place newly-purchased units around one of its cities if you have a unit adjacent to that city.
- Surround centres of resistance such as cities and strike deep beyond them to force the enemy to mobilise and defend its rear areas. This makes the bypassed cities easier to take than if you wore yourself down in an immediate direct assault on them. Placing troops next to the city prevents the enemy from building more units there.
- Use the Strategic Map to select good avenues of attack, preferably open tank country with few obstacles the enemy can use as defensive positions to hold up your advance.
- Organise your forces into objective-oriented battlegroups and, if necessary, separate city garrison units. Battlegroups should combine units with compatible movement speeds.
- Start each battle with a plan to deal with issues of naval and air superiority.
- Good siege tactics against heavily-entrenched troops are to bombard them with artillery to weaken their entrenchments, and to place friendly infantry units adjacent to the defending unit to prevent it from "replacing" its losses. When it is sufficiently weakened, the infantry units attack the defending unit, destroying it or forcing it to retreat. The city can then be occupied or captured by an infantry unit (or a tank, AT, or recon unit — artillery units cannot capture cities). It is very dangerous to try to attack cities with tank units, as they often suffer crippling losses in such unfavourable terrain for tanks. Tank units work best in the open against enemy infantry, cavalry, artillery, and tank units.

FREQUENTLY ASKED QUESTIONS

What is a "Zone of Control"?

Though it occupies a single hex on the map, each unit makes its presence felt in the six hexes surrounding its location by exerting a zone of control. ALLIED GENERAL uses what are called a 'hard' zones of control: Enemy unit that enter a ZOC en route to another destination are forced to stop.

There are three distinct sectors in which a unit can exert a ZOC: aerial, terrestrial, naval. A ZOC can be visualised as a planar object; a ZOC extends only horizontally, not vertically.

Ground units cannot move through the ZOC of another ground unit. Ground units can move through the ZOC of an air unit, since that air unit doesn't radiate a ZOC in three dimensions. The same relationship applies to an air unit's moving through the ZOC

Air units cannot move through the ZOC of another air unit.

Why would I upgrade a unit instead of just buying a new one?

Upgrading has several advantages:

- The unit retains all of its experience points, because you are provided those experienced troops with the same sort of equipment, just superior.
- The unit retains its strength points, including overstrength (strength values greater than 10).
- The unit receives a full supply, i.e. maximum ammo and maximum fuel.

Why would I choose to abandon organic transport when the game doesn't force me to?

- The more expensive the unit, the more expensive it is to replace troops. Organic transport increases the prestige cost of a unit.
- A less expensive unit becomes less attractive to the AI, which selects targets on the basis of total probable damage caused, weighted by the prestige cost of the unit.

Example: The AI has two targets within attack range, both targets of strength 10: a GB Inf 39 (Cost: 40) and a GB Inf 39 with GB 3Tn Lorry transport (Cost: 60; 40+20 for the transport). The unit with the organic transport is not mounted, and both units on the same type of terrain; thus they will defend at the same strength. The AI will choose the GB Inf 39 with Lorry transport because the attack will exact a greater price in prestige terms; the replacement cost for the defender will be greater.

Why would I want to disband units?

- Each player has a maximum number of unit slots that can be filled ("Unit Slots Free"). When these slots are all full, the player must disband a unit to free up a slot to purchase a new unit. You could upgrade a unit without having to free up a slot, but you can upgrade only within that unit's class. You could not, for instance, upgrade a tank unit to a tactical bomber.
- Weak units (low strength) are juicy targets for the enemy, and provide an easy opportunity to gain experience. You can deprive your opponent of that opportunity.
- Auxiliary units that are no longer useful can be abandoned so that they don't need to be dealt with each turn.

Do I get Prestige Points for disbanding units?

- No, there is no prestige rebate for discarding a unit.

How much does it cost to furnish a unit with replacements?

- Not all replacements are created equal; the greater the cost of the unit, the greater the cost of each strength point replaced. There is a direct linear relationship between the cost of points replaced and the cost of the unit.
- Elite replacements cost four times as much regular replacements, but don't dilute the experience of the unit.

Why would I ever want to buy a recon unit? They seem to be about as useful as a broken tank.

- True, the assault capabilities of recon units are limited, and they cannot withstand attacks well. The key advantage of recon is their ability to provide information about the Battlefield:

  1) Their greater spotting radius allows recon units to surmise the presence of a distant enemy unit.

  2) Recon units can move more hexes per turn, and later models usually are better-adapted to a wider range of terrain.
- Use your recon to spot hidden units:

  1) Before you move expensive and vulnerable units into uncharted territory. An infantry on a truck that gets ambushed is going to be expensive to repair.

  2) Before you send a bomber to a target that could have unspotted air defence.

  3) Before you assault a city that could have unspotted artillery.
- Recon units are also especially useful for "mop-up" operations: While your more powerful units carry on the assault, recon units can demolish crippled enemy units.
- There are aircraft that have spotting ability on par with and superior to that of recon units. Planes, however, are usually much more expensive to acquire and to replace.

Sometimes I can move the target sight over an enemy unit, but I can't launch an attack. Is this some form of digital insubordination?

- The target sight signifies that the mouse is over a legitimate target; however, you cannot launch an attack because you have no ammo or if the weather won't allow an aerial attack. You need to supply the unit before you can attack again (or for aircraft, wait for the weather to clear). Note that supply is the only action that unit can take this turn; it may be better to make a discrete retreat.

What is "Close Defence"?

- In standard situations, the nature of the aggressor determines the type of defence that a unit will use. When ambushed ('Surprise Contact!," "Out of the Sun!," "Rugged Defence!"), the best that a unit can muster is a close defence, usually a fraction of the unit's normal defensive capacity.

The ground seems to be able to assume a wide array of colours. What benefits, beyond mere aesthetics, can be derived from these states?

- The colour of the ground indicates the level of moisture that it has absorbed.
- The ground can be dry, muddy, or frozen.
- The weather affects the ground's wetness: rain increases wetness and fair weather diminishes wetness by two points and overcast weather decreases wetness more slowly.
- Aircraft cannot attack during rain or snow storms.

Lead your troops to victory and gain prestige.

Some of the vehicles have inaccurate fuel ratings, lower than they should be. How can I correct this error?

- Fuel represents maintenance and fuel; units that historically broke down often have lower maximum fuel ratings to reflect this tendency.

Sometimes I move one of my units into an enemy city and I don't capture it. Why is this?

- Only infantry, tank, anti-tank, and recon units can capture cities.
- Only infantry units can reclaim cities that have been subject to strategic bombing and thereby stripped of their nationality.

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Allied General was designed and implemented using the Halestorm Class Library. The HCL is written in C++, and provides a platform-independent interface for developing simultaneous Windows and Macintosh multimedia and game applications.

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